Jianghao Li

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EDUCATION

University of Southern California   **Los Angeles, CA**
B.F.A. *in Game Development and Interactive Design, USC Games*   Expected May 2028
Minor in Video Game Programming, Viterbi School of Engineering
Minor in Music Recording, Thornton School of Music
GPA: 3.92 / 4.0

SKILLS

Languages: Mandarin (Native), English (Fluent)
Technical Skills: Unity, C#, C++, Python, FMOD, Wwise, Unreal, Perforce, Git, Logic Pro, Studio One, Procreate
Interests: Music (Electric Guitar, Bass Guitar), Badminton, Gaming

EXPERIENCES

Sisyphus's Worst Day (again)   **Los Angeles, California**
Lead Technical Audio Designer   Aug 2025 – Present
- **Design sound effects** in Studio One for diegetic gameplay and non-diegetic UI; manage sound source files using **Soundly**; **implement** and mix sounds in the game using **FMOD**; use source control software **Perforce**.
- **Lead** a team of 5; **structure** the production process; **architect APIs** for the engineers.

Dough it Urself – GMTK 2025   **Beijing, China**
Programmer & Composer   Aug 2025
- **Prototyped the game**; confirmed its playability in Unity using C#; created innovative algorithms that solved the **shape legality check issue**, programmed game scene movements, and other animations.
- **Composed and produced the theme music** of the game; **mixed** the tracks; created a diverse version of the music for a different scene.

Mantle   **Los Angeles, California**
Lead Sound Designer   Sep 2024 – May 2025
- **Created the audio asset list** collaboratively with the creative director; sorted out the audio requirements using Excel.
- **Designed over 100 sound effects** for the game in **Logic Pro**; **exhibited** at USC Games Expo and **released** on Steam.

Forest Fear – Games for Change 2025   **Los Angeles, California**
Lead Audio Programmer & Game Designer   Feb 2025 – May 2025
- **Created audio tracks** for ambience, music, and sound effects in Logic Pro; **used audio middleware Wwise** to integrate and implement audio in game; **programmed music interaction**, sound effect triggering, and special effects; made cutscene videos using Unity recorder tool.
- **Scripted the concept** of the game; **Refined levels** and built level sections in Unity. **Programmed gameplay elements** that contribute to game mechanics.

Astral Antics   **Los Angeles, California**
Lead Designer   Oct 2024 – Nov 2024
- **Structured the game narrative**; **prototyped** core game loop; **iterated game mechanics** through multiple playtests; **analyzed** players' feedback; **presented** the game to over 100 fellow designers.
- **Drew** the card face art in **Procreate**; **designed** a game character figure.

PROJECTS

CrossfadER Audio Tool   **Los Angeles, California**
Developer   Oct 2025 - Present
- **Automate** audio crossfade workflow, **reducing** the time required by **90%**; **provide** various process options.
- **Develop** a desktop app using the .NET framework with Avalonia; **program** a Unity tool using **C#.**

Blender – Unity Communicator   **Los Angeles, California**
Developer   Oct 2025 - Present
- **Programmed** a customized Blender add-on using **Python** that shortens the model exporting process by 50%; **automated** pipeline for replacing game object models in Unity utilizing **C#**.

SwapShift   **Los Angeles, California**
Developer   Sep 2025
- **Architected** code operation framework for gameplay and object movement in Unity; **integrated and optimized** game performance by creating over **5** important programming interfaces.
- **Designed** 3 puzzle types and 3 maps that showcase core mechanics; **Enhanced** gaming experience through system design.